

RAY::Camera::ICamera

+ ~ICamera()
+ getMatrix()



RAY::Camera::Camera2D

- _camera
- __pad0__

+ Camera2D()
+ Camera2D()
+ ~Camera2D()
+ operator=()
+ setOffset()
+ setTarget()
+ setRotation()
+ setZoom()
+ getOffset()
+ getTarget()
+ getRotation()
+ getZoom()
+ getMatrix()